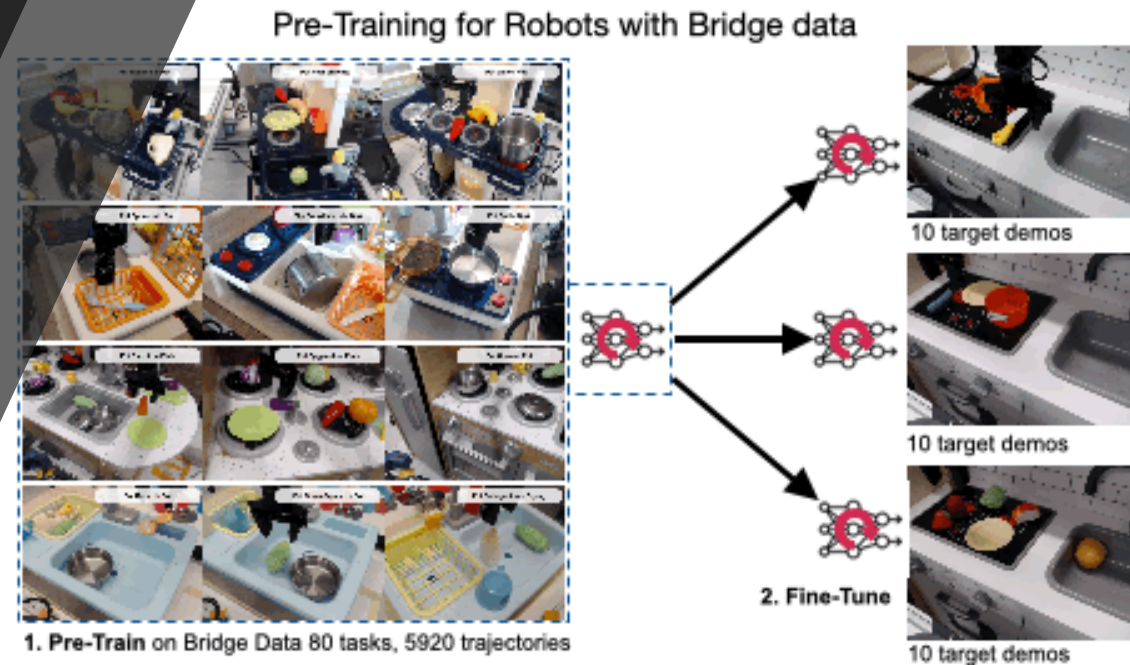


# Foundation Models for Reinforcement Learning and Robotics

ROBIN-seminar March 2nd 2023

Kai Olav Ellefsen





# 1. What are Foundation Models?

# The name «Foundation Model»

- Popularized in a 2021 paper from Stanford as they launched CRFM
- Some controversy – not everyone agrees this is a good name
- Other names for the same: Large (Language) Model (LLM), Large Pre-Trained Model

arXiv:2108.07258v3 [cs.LG] 12 Jul 2022

## On the Opportunities and Risks of Foundation Models

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*AI is undergoing a paradigm shift with the rise of models (e.g., BERT, DALL-E, GPT-3) trained on broad data (generally using self-supervision at scale) that can be adapted to a wide range of downstream tasks. We call these models foundation models to underscore their critically central yet incomplete character. This report provides a thorough account of the opportunities and risks of foundation models, ranging from their capabilities (e.g., language, vision, robotic manipulation, reasoning, human interaction) and technical principles (e.g., model architectures, training procedures, data, systems, security, evaluation, theory) to their applications (e.g., law, healthcare, education) and societal impact (e.g., inequity, misuse, economic and environmental impact, legal and ethical considerations). Though foundation models are based on standard deep learning and transfer learning, their scale results in new emergent capabilities, and their effectiveness across so many tasks incentivizes homogenization. Homogenization provides powerful leverage but demands caution, as the defects of the foundation model are inherited by all the adapted models downstream. Despite the impending widespread deployment of foundation models, we currently lack a clear understanding of how they work, when they fail, and what they are even capable of due to their emergent properties. To tackle these questions, we believe much of the critical research on foundation models will require deep interdisciplinary collaboration commensurate with their fundamentally sociotechnical nature.*

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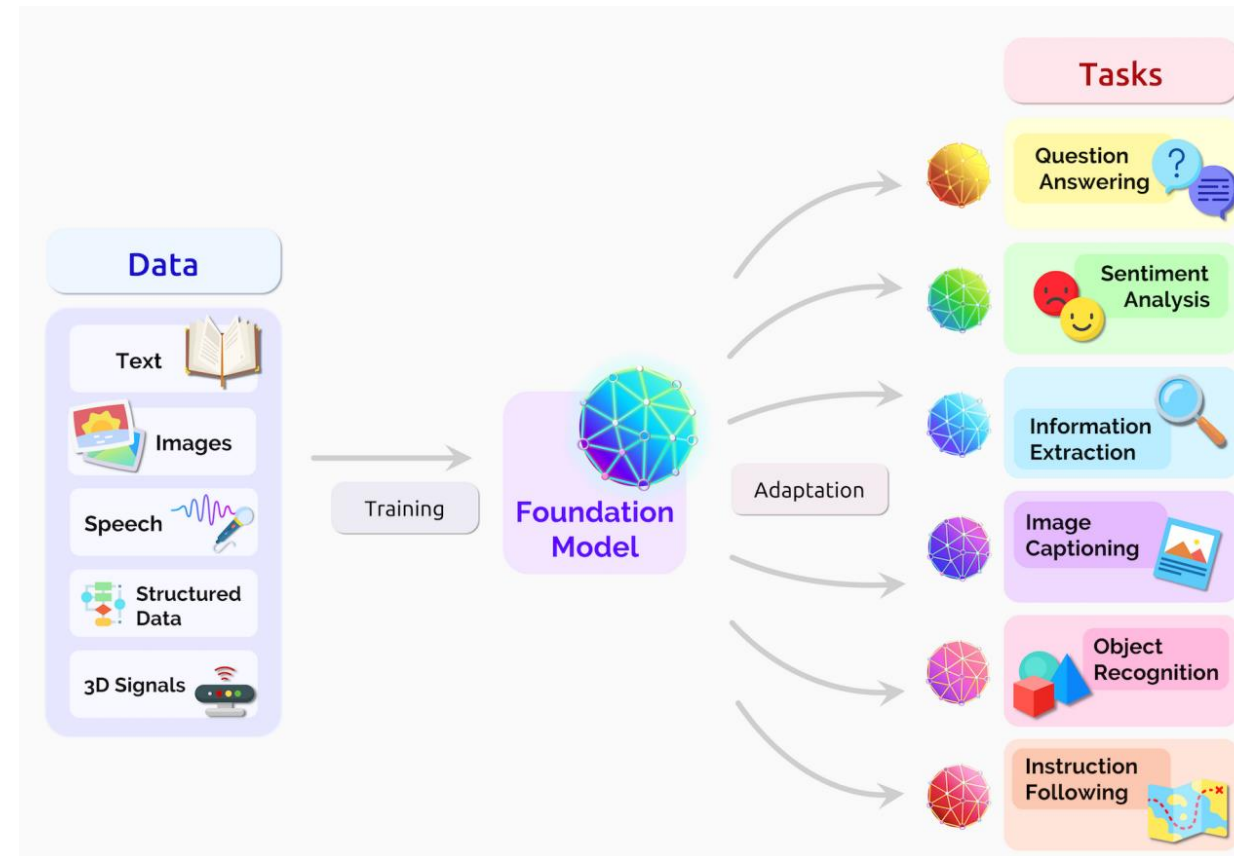
\*Equal contribution.

# Definition

”A foundation model is any model that is **trained on broad data** (generally using **self-supervision** at scale) that can be **adapted (e.g., fine-tuned)** to a wide range of **downstream tasks**; current examples include BERT [Devlin et al. 2019], GPT-3 [Brown et al. 2020], and CLIP [Radford et al. 2021]”

# Common Features of FMs

- Trained using **unsupervised or self-supervised** learning
- Deep Neural Network model with **very many parameters**
- Intended to be a «foundation», that doesn't solve a particular task, but where more **fine-tuning** can give desired specialized abilities



# Self-supervised Learning

- Ideally, we would train our FM in a supervised manner
- But we need huge amounts of data. Cannot afford that many labels
- Self-supervised Learning: Get the labels from the data itself.



a red delicious apple



a black office chair



a corgi dog

# Self-supervised Learning - Examples



Text: Given a long text sequence as input – predict the most likely next word



Images: Given a part of an image, predict what is in another part



Video: Given 5 seconds of video, predict the next frame



# Fine-tuning

Som et lite eksperiment ga jeg en i [NORA – The Norwegian Artificial Intelligence Research Consortium](#) tillatelse til å laste meg inn i en slik AI-algoritme. Det heter "fine tuning". Så nå har vi et program som forstår hvem Klas Pettersen er, og som kan gjenskape meg i hvilken som helst situasjon. Jeg vet ikke om det var så lurt ...

Source: Klas Pettersen, Twitter







Why can FMs be Useful for  
Robotics/ Reinforcement  
Learning?

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# Video PreTraining (VPT): Learning to Act by Watching Unlabeled Online Videos

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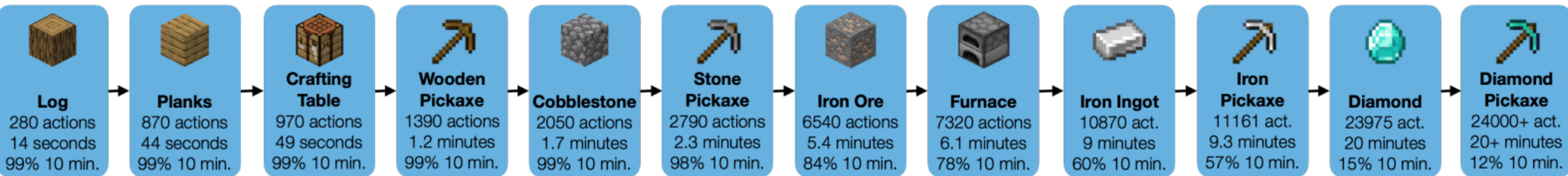
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# What the Agents were Trying to Learn



# The Point: This is a Very Complex Task

- Requiring very many actions to be taken in the right order
- Learned directly from observing videos of gameplay
- Perhaps the most complex task I've ever seen an RL agent learn?



# The Idea: Learn a Foundation Model of Basic Minecraft Behaviors

- **YouTube is full of Minecraft videos.** We can learn about how the Minecraft world works from them
- Problem: **This is unlabelled data.** Not too useful since we can't learn how to act from it.
  - That is, we don't know what button the player pressed. So we can't learn relationship between actions (button presses) and outcomes.
- Solution: A form of **semi-supervised learning**, using large amounts of unlabelled and small amount of expensive labelled data.

## Collect Internet data



Search the web

70K hours of  
*unlabeled* video

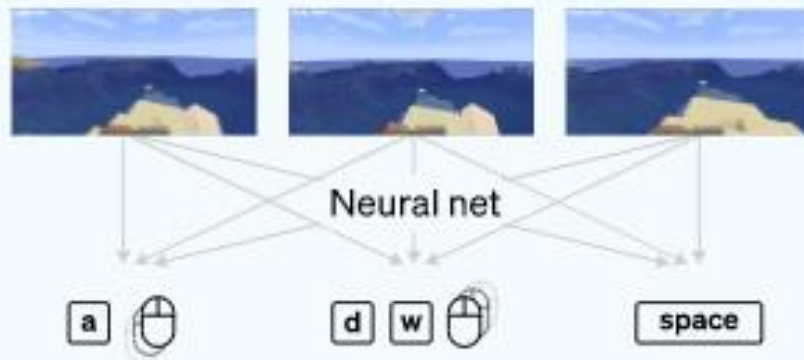
## Train the Inverse Dynamics Model (IDM)



Contractors produce data

2K hours of video  
*labeled with mouse  
and keyboard actions*

Train a model to predict actions  
given past and future frames



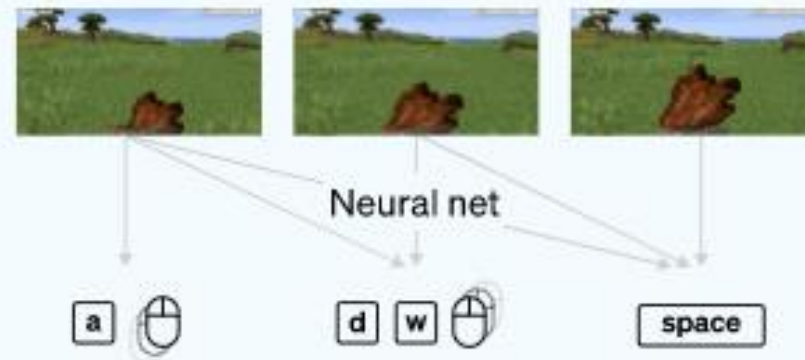
## Train the VPT Foundation Model



Label videos with IDM

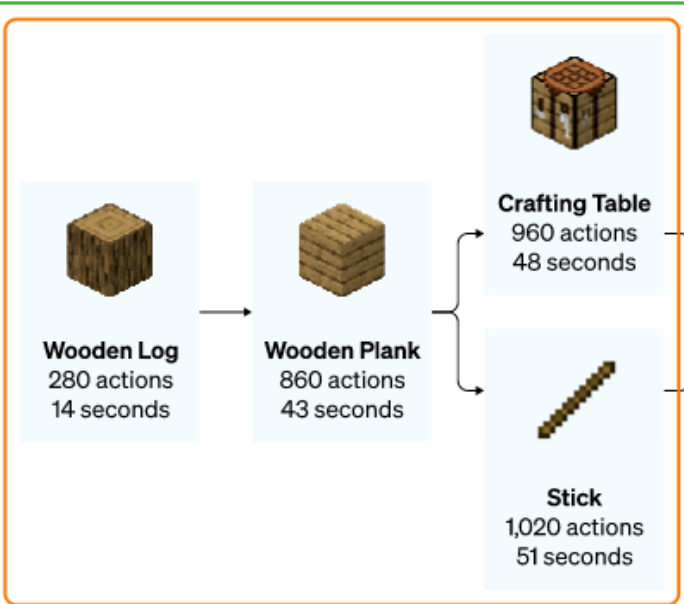
70K hours of video  
*labeled with mouse  
and keyboard actions*

Train a model to predict actions  
given only past frames





# So, the Foundation Model is Ready – What can it do?



Achieved by foundation model

- This is as expected. The FM is a **foundation** – it can do perform **many basic** Minecraft behaviors.
- But as other FM's, it uses fine-tuning to learn more complex behaviors
- Training time: 9 days on 720 V100 GPUs
  - Luckily, you only train an FM once – and fine-tuning is much faster.

# The FM Learned Many of the Skills Present in the Training Data



Swimming (zero-shot)



Hunting animals (zero-shot)



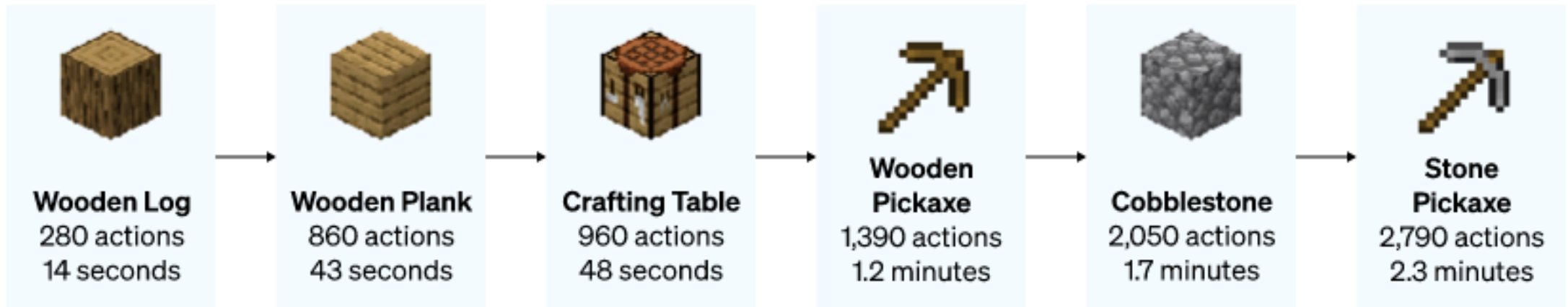
Eating food (zero-shot)



Pillar jumping (zero-shot)

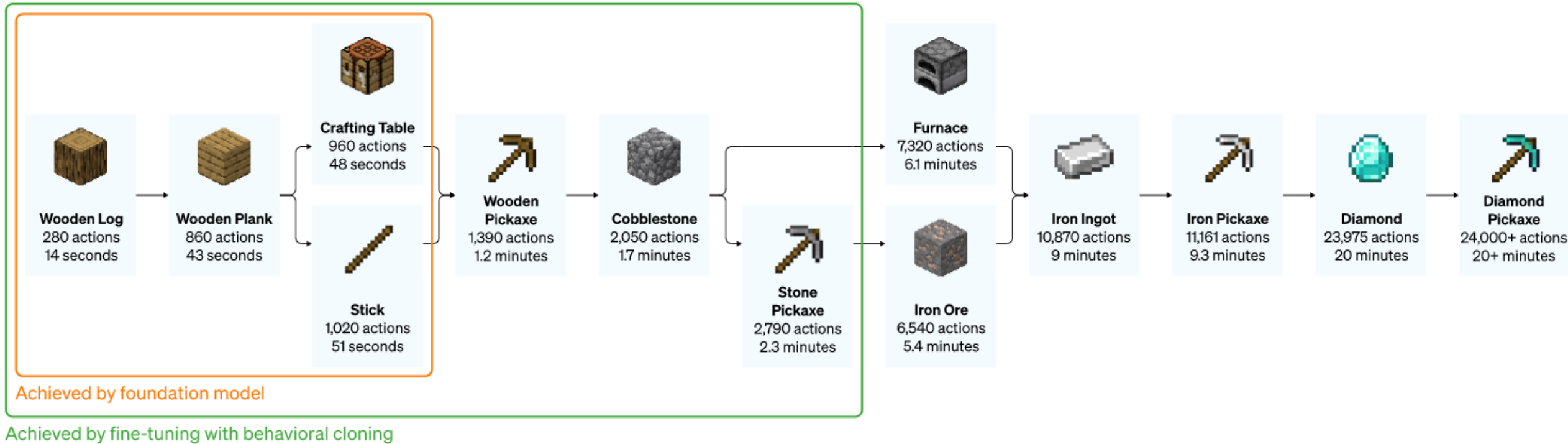
# How to Fine-Tune? Option 1: More contractor data

- OpenAI asked human contractors to play some more (10 min per person), but this time with a very specific goal: Build a house
- Fine-tuning the FM with this data allowed it to learn more complex behaviors



# How to Fine-Tune? Option 2: Reinforcement Learning

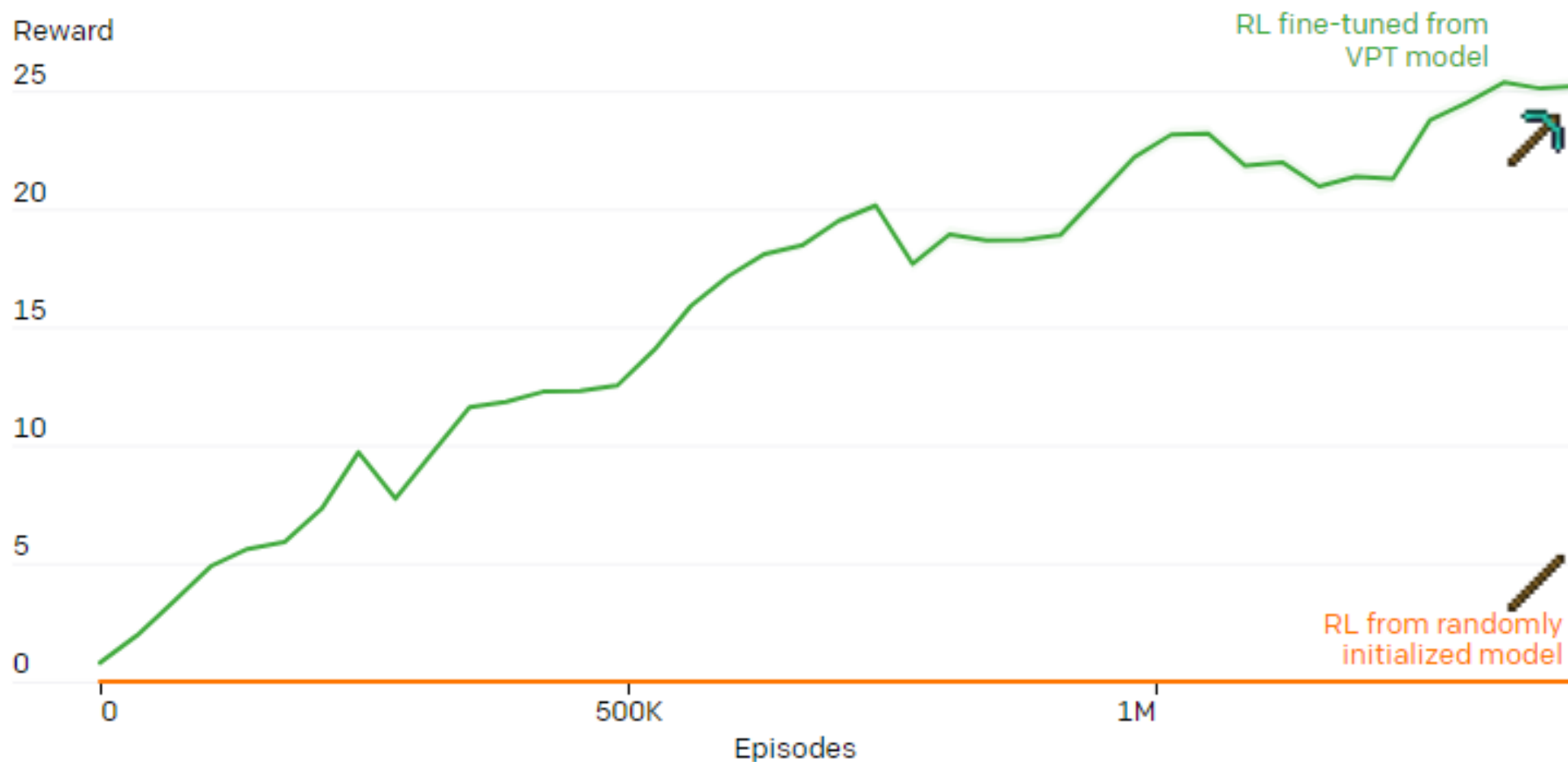
- The FM is a great starting-point for Reinforcement Learning
- Typically, RL starts with **randomly exploring** the possible actions
  - Minecraft is so complex that randomly exploring will not get you far
- The FM instead «knows» how to behave in Minecraft – so we can **explore only the behaviors that make a certain sense.**
- How do we reach a certain behavior? Give a **reward** for reaching it.
- Here: Reward all steps on the way to the diamond pickaxe



- Result: After training with RL, **2.5% of runs** are able to make the diamond pickaxe
- May sound low, but this was the first time an AI model achieved this
  - For a human it takes 20 minutes and 24.000+ actions!!
- 6 days on 80 GPUs! A lot, but far less than the FM training.

# The Importance of the FM

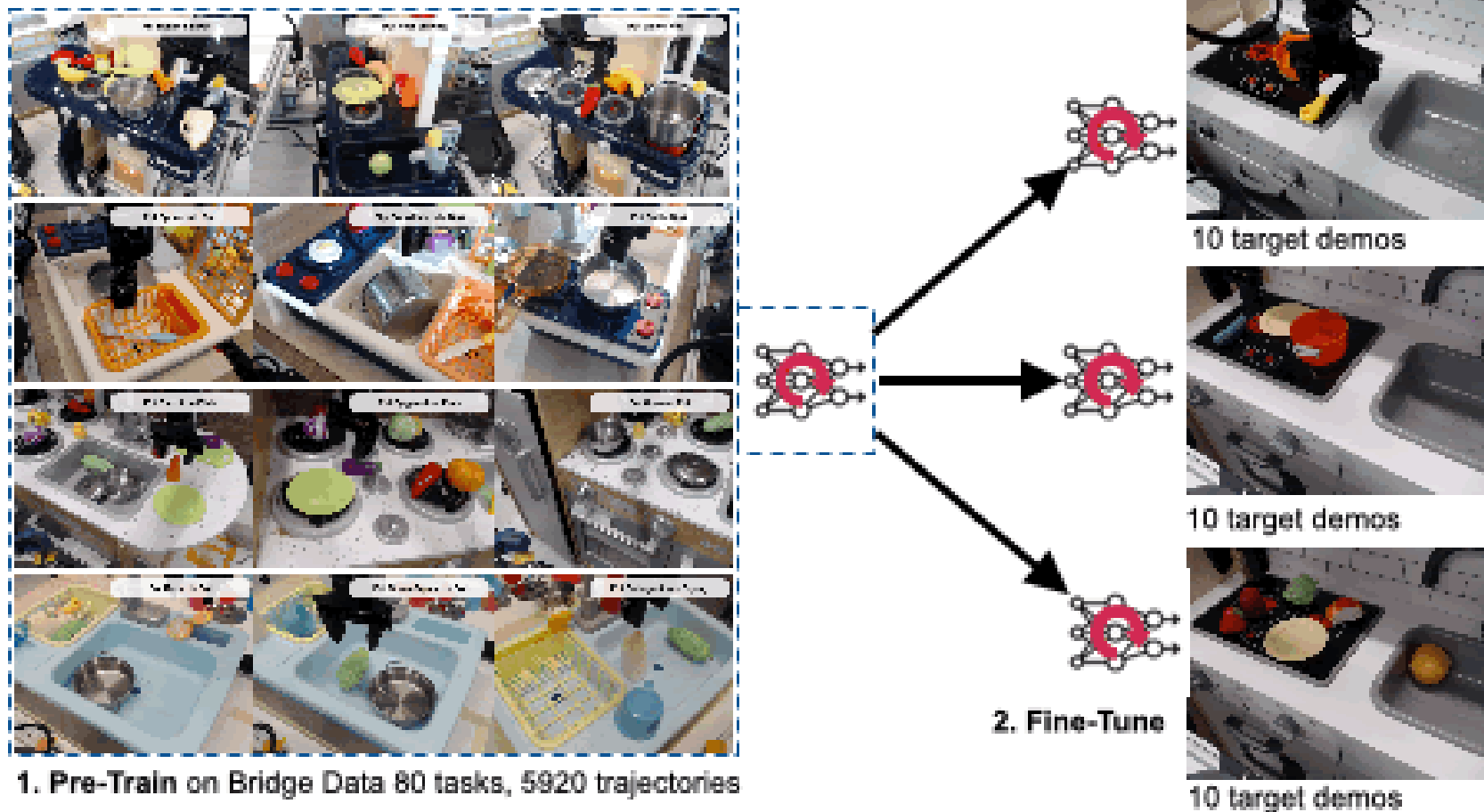
## Reward over episodes





# Towards Foundation Models for Robots

## Pre-Training for Robots with Bridge data



<https://sites.google.com/view/ptr-robotlearning>

Aviral Kumar\*, Anikait Singh\*, Frederik Ebert\*, Yanlai Yang, Chelsea Finn, Sergey Levine

The person who has perhaps thought most  
about FM's for robots

Perhaps the person who has thought most about FM's for robots



## Sergey Levine

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prospective students: [please read this before contacting me](#).  
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 Follow @svlevine

# Some things we want in a Robotic Foundation Model

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Many robots

Many environments

Many tasks

Goal-conditioned

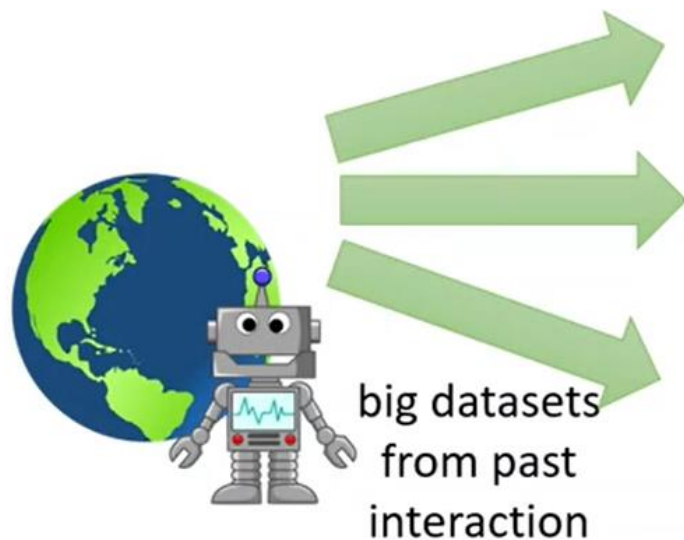
Fine-tunable

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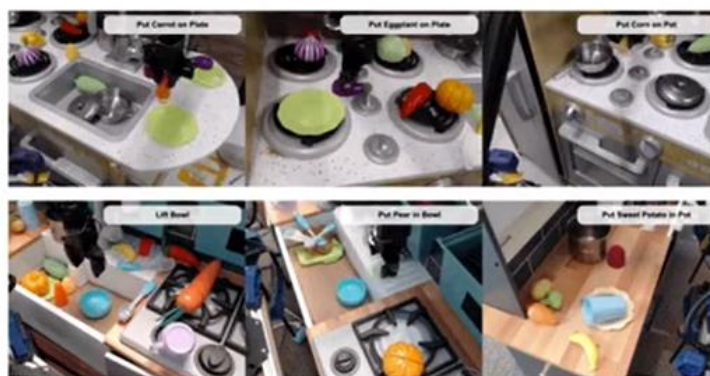
Source: Sergey Levine

[https://www.youtube.com/watch?v=7IDS4j9v1Os&ab\\_channel=RAIL](https://www.youtube.com/watch?v=7IDS4j9v1Os&ab_channel=RAIL)

# Bridge data



- 7,000+ demonstrations
- 10 environments
- 70 tasks
- Designed to be reusable by other researchers in **new domains** and for **new tasks**

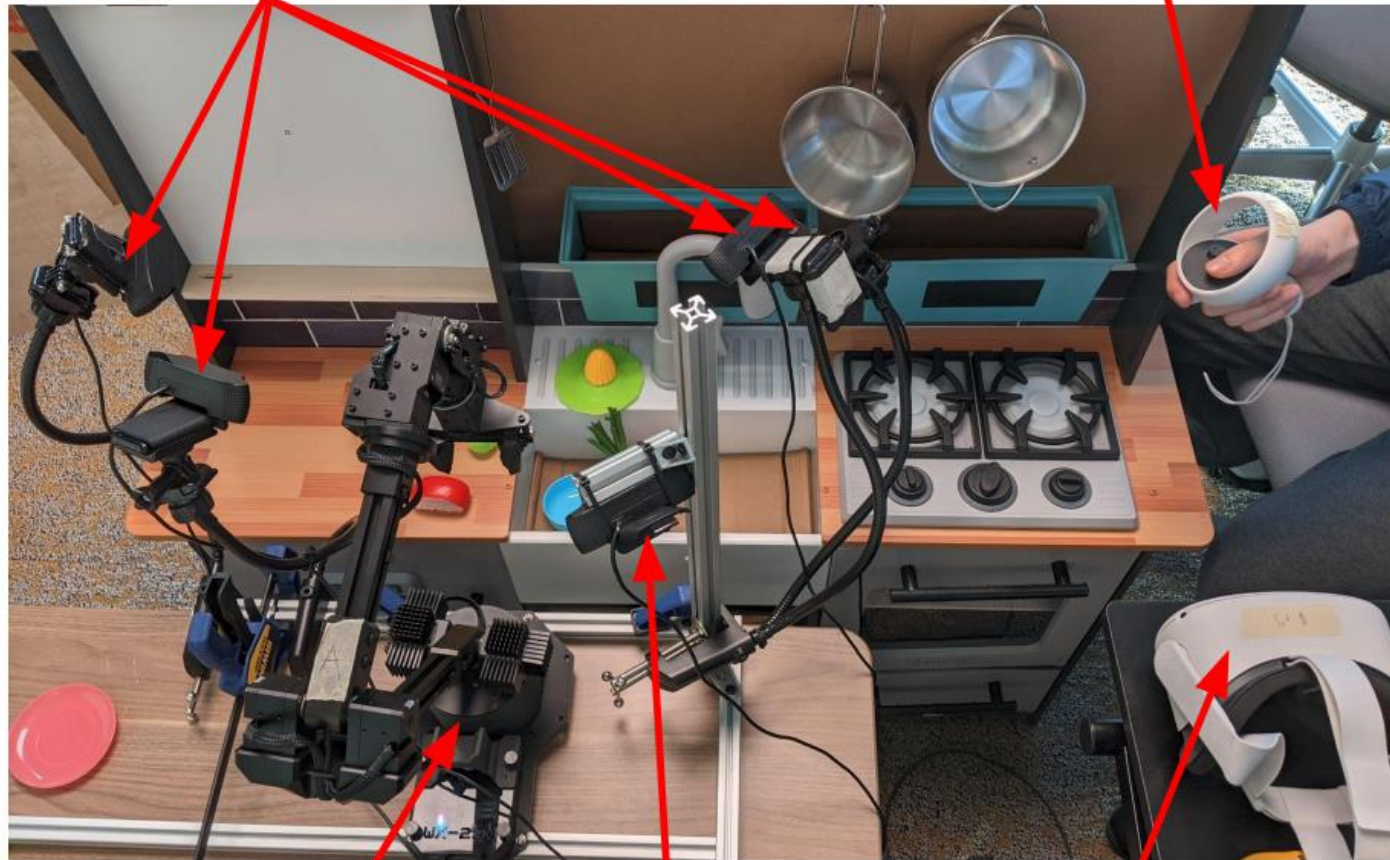




# How the data was collected

4 Cameras on  
flexible rods

Oculus Quest 2  
Controller



WidowX 250s  
(6dof)

1 Camera fixed  
relative to robot

Oculus Quest 2  
Headset



# Pretraining on bridge data with offline RL (PTR)

Offline RL Pretraining on Bridge Dataset



Put Sushi in Pot



Put Eggplant on Plate



Put Eggplant on Plate



10 domains  
100 tasks  
12k demos



1. Pre-train on bridge data

# Pretraining on bridge data with offline RL (PTR)

Offline RL Pretraining on Bridge Dataset



Put Sushi in Pot



Put Eggplant on Plate



Put Eggplant on Plate



Offline RL Fine-tuning on Target Data + Bridge Data



put corn in bowl



10 domains  
100 tasks  
12k demos

Target dataset



batch-mixing bridge and target data



1. Pre-train on bridge data



2. Fine-Tune on Mix of Bridge Data and Target Data



# PTR (Pre-Training for Robots) Results

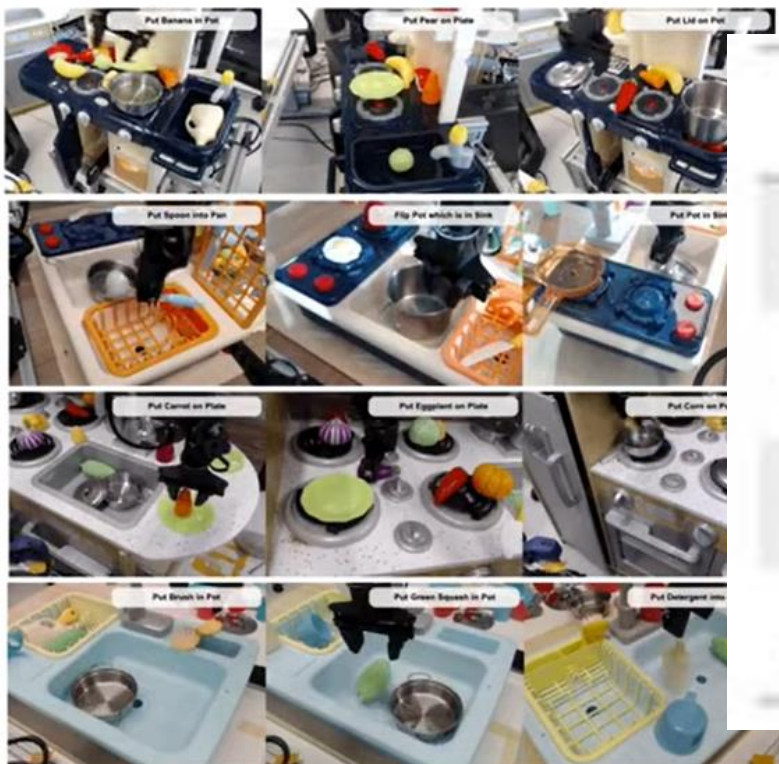


learning **entirely new** skills after pretraining on the bridge dataset



Task	BC finetuning				Joint training		Target data only		Pre-train. rep. + BC finetune	
	PTR (Ours)	BC (fine.)	Autoreg. BC	BeT	COG	BC	CQL	BC	R3M	MAE
Take croissant from metal bowl	7/10	3/10	5/10	1/10	4/10	4/10	0/10	1/10	1/10	3/10
Put sweet potato on plate	7/20	1/20	1/20	0/20	0/20	0/20	0/20	0/20	0/20	1/20
Place knife in pot	4/10	2/10	2/10	0/10	1/10	3/10	3/10	0/10	0/10	0/10
Put cucumber in pot	5/10	0/10	1/10	0/10	2/10	1/10	0/10	0/10	0/10	0/10

# PTR (Pre-Training for Robots) Results



- ✗ Many robots
- ✓ Many environments
- ✓ Many tasks
- ✗ Goal-conditioned
- ✓ Fine-tunable

Task	BC finetuning				Joint training		Target data only		Pre-train. rep. + BC finetune	
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Place knife in pot	4/10	2/10	2/10	0/10	1/10	3/10	3/10	0/10	0/10	0/10
Put cucumber in pot	5/10	0/10	1/10	0/10	2/10	1/10	0/10	0/10	0/10	0/10

# Conclusion

- Foundation Models for robotics are beginning to show some potential
- Still lots of work to be done, especially to generalize across robots
- I think FMs are promising, as they allow also labs without huge amounts of GPUs or lab assistants to work with SOA models:
  - Big labs build the FM or collect the data, puts it on [online](#)
  - Others can use it, fine-tune it to their specific tasks.